



FORUM QNA  
AND CLARIFICATIONS

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PRESENTED BY TABLEAU INFRACTUS

Subject	Question	Author	Answer	Author	Link
Astral Sight	Doesn't astral pollution also factor in (when detecting someone with Astral Sight)?	Crusader	Yes. The important distinction is 6 for "imprint", Spell Defense for "pattern".	Arma	<a href="#">Link</a>
Astral Sight	Do name-giver patterns obscure Magic Items in Astral space?	Earcaraxe	<i>(no)</i> You can normally see into astral space with a result of 6 (modified by Astral Region as per the table on p. 111 Player's Guide), and can then see the imprint ("aura") of anything magical or alive. Exception: If the magic used is actually meant to conceal something, you normally need to beat Spell Defense, of the strength of the magical effect. For example, if an illusion spell makes you invisible, you can't be seen in astral space, except if the astral sight tests beats whatever result the spell requires. Addition: With just a 6, you can't tell what something does; analyzing things requires studying the pattern, which requires beating Spell Defense. A 6 allows you to see something, but not to know all about it. Addition to the addition: Of course that also means that you can see the aura of things that don't really do much. You can weave true elements into something without causing any effect, but such things would show a mgical aura.	Arma	<a href="#">Link</a>
Astral Sight	If a windling takes a discipline that has astral sight as a talent, will the Windling have to relearn it?	Galafrone	If the character HAS to learn Astral Sight for the Discipline (Discipline Talent, for example Nethermancer, Scout, Wizard), it becomes a Discipline Talent when the character reaches the relevant Circle. The player has effectively lost the racial ability in the sense that he's now getting it anyway, it does nothing for him any more. Somewhat sets off the advantages of having a flying caster. If it is a Talent Option (for example Elementalist, Illusionist), however, the advantage is that he can keep it, and have his Astral Sight, and it won't even take up a Talent Option Slot. If you find loosing the ability too hard, you can use a rule similar to the windling's Alternative Talent Choices, Namegivers of Barsaive p. 140.	Arma	<a href="#">Link</a>
Astral Sight	A windling has raised his astral sight talent from 0 to 4 before taking an additional discipline, will the windling have to all the slots from 0 to 4 when he takes the new discipline where Astral sight is a Discipline talent ?	Galafrone	No You have the talent, you keep it. You never need to re-buy anything, except if it was learned via Versatility. You use all the normal rules for the racial ability until you reach the Circle where the new Discipline gets it. Once you reach the circle where the new Discipline gets it, it becomes a Discipline talent from then on and uses all the rules for a Discipline Talent. Example1: the Thief wants to become a Scout. From Scout Circles 1-5, the talent remains unchanged and uses the Circle 1 LP cost. Once the character reaches Circle 6, it becomes a Discipline Talent and uses a new, higher LP cost.	Arma	<a href="#">Link</a>
Astral Sight	What do have you have to roll, to detect someone with an SD 15 with Astral Sight?	Tubben	6	Arma	<a href="#">Link</a>
Astral Sight	Do Shadowcloak / Shadow Hide gives some protection against Astral Sight?	Tubben	Normal "hide" talents don't normally help.	Arma	<a href="#">Link</a>
Astral Sight	Clarification of Astral Sight and Illusions		Illusions are represented on the astral plane accordingly. While normally magic is easily visible, the illusion of a non-magical wall will look non-magical on the astral plane. While using Astral Sight against it counts as sensing, and allows to more easily see through it than with basic PER, it's similar to spotting something vs. Spell Defense only.	Arma	<a href="#">Link</a>
Astral Sight	Clarification on Windling Sight		Earthdawn Third Edition Windlings don't have the "Astral Sensitive Sight" Racial ASbility. They have the Astral Sight Talent.	Lord of Badlands	<a href="#">Link</a>
Combat	Can a desperate blow charm used on missile attacks or damage tests?	Earcaraxe	Yes	Arma	<a href="#">Link</a>
Combat	Can a surprising attacker use the aggressive attack option?	Earcaraxe	Yes, however: that should be announced before the "ambush" is performed, so it can con the wrong way if the targets make their PER Test.	Arma	<a href="#">Link</a>
Combat	Can a character "change his action" to delay it until the next round? (oh, things going south fast, better act first next turn instead so i can run away)	Earcaraxe	Yes, see Delayed Actions p. 217. Note this is something different from Changing Actions.	Arma	<a href="#">Link</a>



Combat	I would like to sneak up on a guard using silent walk, and stab him in the back with a knife. Which rules apply?	Earcaraxe	<p>Silent Walk replaces any Difficulty Number to hear you with the result, but the target does not get an automatic test to detect you either "just because you used Silent Walk".</p> <p>As in Surprised, the target is surprised if it does not detect you, you'd simply roll Silent Walk and say you move in, then make a PER Test for the guard to see if he hears you, and that's because the Surprised rules prompt the test. This Test is made against the Difficulty required to hear you at that moment, which is normally your DEX Step. But you have used Silent Walk, so this is not a normal situation, and he rolls against your Silent Walk Test Result, as that has replaced the normal Difficulty.</p> <p>So, you just use the Surprised rules, filling in "Silent Walk test result" in place of "Dexterity Test".</p> <p>Note, though, that this can still be modified by conditions from the Perception Difficulty Table in the GM's Guide. For example, in loud surroundings, you could get a bonus to the Silent Walk result.</p>	Arma	<a href="#">Link</a>
Combat	Can Second Attack be used against a second target or do both attacks have to be at the same target?	Galafrone	<p>Yes.</p> <p>Same for Second Weapon and Second Shot, but not, for example, Momentum Attack ("that opponent").</p> <p>Note that moving would also "interrupt" some multi-attack actions, such as Frenzy.</p>	Arma	<a href="#">Link</a>
Combat	Page 148 of the Gamemaster's Guide reads 'a notation showing "2 x Claws" indicates the creature may make up to 2 separate Claw attacks'. Does that mean that if the creature had two actions and "2 X Claws" they could then make four claw attacks in one round?	Kscott	<p>No, it just means it can usually use that damage step twice.</p> <p>Using another example, you might have:</p> <p>Actions: 3 Damage: 1x Bite: 25 2x Claws: 20</p> <p>This would mean of the three attacks, one can use the Bite Damage Step, and two can use the Claw damage step.</p> <p>You'd announce what you use before making the Test, and can't make three bite attacks.</p>	Arma	<a href="#">Link</a>
Combat	If a Cavalrymen conducts a charge attack are they able to also use Down Strike (as a skill) in conjunction with it the charge attack?	Tym	<p>Yes, but he wouldn't want to.</p> <p>Down Strike replaces STR in the damage roll. You can only use one such talent, because the second talent that works the same way (and the Charge talent does) would just replace the replacement. There's no combining two or more talents that say "replaces STR Step in damage".</p> <p>So he could in theory use Down Strike, but is better off using Charge because of the benefits it provides to keep in the saddle (and because it's more easily accessible for him, so it'll be a higher Rank).</p> <p>Cavalrymen can use Down Strike when not charging, and simply sit on their mount and strike down at someone. It's useful in these situations, but Charge is a better option for the charging attack.</p>	Arma	<a href="#">Link</a>
Crafting	The Craft Skills and Forge Weapon Talent measure in days, and the Forge Armor Talent in weeks. I assume 8 hour work days are what is expected here, correct? Is it possible to work overtime? What happens if you're interrupted in the middle of a project?	Dougansf	<p>Yes 8 hours. Overtime can be handled just like when traveling, via Fatigue (GM Guide). They also should essentially add up, e.g. 8 hours walking + 8 hours forging = 8 hours overtime.</p> <p>Interruptions aren't a problem except your fire may go out or your steel may go cold, and you'll have to spend some time to get things going again. Just like in a regular Forge. Mostly, it's not worth mentioning. Also, you're perfectly fine doing a lunch break or going into the bushes. I don't think (<i>short period</i>) should be much of an issue except if it were weeks between working on an item.</p> <p>This might either indicate some form of abuse and/or attempt to squeeze the little last bit of time into producing items you don't really need, or the GM not providing enough opportunity for downtime forging. It stops being a pure rules issue at that point, however.</p>	Arma	<a href="#">Link</a>
Discipline	Can Astral Mount and Spirit Mount be used as a Cavalryman's mount for Discipline purposes?	GentlemanLo ser	<p>You wouldn't normally classify them as loyal, nor as animals (i.e. they don't fit the criteria in the first place). They are "blank" spirits that allow to serve their purpose (because that is "allowed" by the ability that conjures them), but are otherwise gamemaster characters that would have to be influenced like any other.</p>	Arma	<a href="#">Link</a>
Edition	In the first edition monsters had the statistic "number of spells". What did it mean, and what is a way convert a monster that has 2 attacks and 3 spells to the 3rd edition?	Earcaraxe	<p>A creature with 2 Attacks and 3 Spellcastings had basically 5 Actions, but could only use the 2 for regular Attacks and the 3 for magic stuff only.</p> <p>Converting it might be done by giving it a slightly lower number of generic Actions than the sum of the two.</p>	Arma	<a href="#">Link</a>



General	Can obsidimen wear magical armors other than living armor?	callir	No, in EPG (ed3) it lists “Obsidimen can only wear other types of living armour” on page 22	Arma & thezombie kat	<a href="#">Link</a>
General	which beings are affected by the absence of light (partial, full, complete)? does the magical nature of the darkness make any difference (ethereal darkness)? shadow hunters? tasked spirits? spirits? cadaver men? horror constructs?	Earcaraxe	1) shadow hunters: do not need light to see. 2) tasked spirits Game Master Discretion. Generally those that summon a diurnal creature such as Astral Mount need light to see. Whereas blood servitor would summon a nocturnal creature such as krilworm and would not need light to see (beyond that they have locate target). 3) Most spirits can use astral sight to navigate rather than relying on light. 4) Cadaver men: Game Master discretion, personally its no, they can generally sense the presence of living because of their hatred for them. 5) Horror constructs: Game Master discretion. Mostly no. I'd rule that some with a creature base like Black Mantis may need light to see. Nightwists would not need light to see, being constructs of pure darkness.	Slayride	<a href="#">Link</a>
General	what kind of being can be affected by fear effects? -horrors (i doubt, but perhaps a gnasher?) -horror constructs (does a cadaver man fear anything?) -spirits -tasked spirits -illusions (like astral horror) -dragons	Earcaraxe	Horrors and Horror constructs are not affected by fear effects. Illusions having no emotions or mind, cannot be affected by fear effects. Dragons and Spirits can be affected by fear effects. Tasked Spirits are Game Master Discretion. In general if the tasked spirit summoned is a creature, it can be affected by fear such as astral mount or blood servitor. If it is undead, such as animate skeleton or bone walker, they are unaffected by fear as they are undead constructs. I'd rule astral maw cannot be affected by fear, as it is Horror-like for example. A Game Master might also rule that a Dragon that has the Fear power is either immune to fear or effects that use fear require a greater Result Level at their discretion as well.	Slayride	<a href="#">Link</a>
General	What is the difference if the character is actively searchig for traps (moving much more slowly) or just walking with the usual dungeon-crawling carefullness, or just walking in terms of detection difficulty and used talent/skill? Is it detect traps versus the traps difficulty number in both cases?	Earcaraxe	The Detection DN is for making a reasonable effort to look for traps (for example, Detect Trap is a Standard Action, and represents such an effort). In other scenarios, you're supposed to adjust the DN per general rules (p. 89-91 GM Guide), which usually means requiring another Result Level (you actually determine a new DN based off of the Result Level chart and that is your new DN for an Average Result, but under almost all circumstances, you can just go with the higher Result Level from the start). For example, if your group doesn't spend time looking for traps (and that means no Detect Traps talent or skill, because that's Standard Action, and spending the Standard Action means looking around) but you still think they might spot something, you might require a PER Test with an Excellent Result against 7 (in other words, the DN becomes 15). If one of them has the supernatural ability to smell rusted metal and the blade trap is rusty, he might require a Good Result against 7 only (DN 11 for him). If one of them is drunk, that one might need an Extraordinary Result (DN 19).	Arma	<a href="#">Link</a>
General	What counts as a creature? (for Knowledge: Creature Lore), Are undead and spirits considered creatures?	Earcaraxe	Creature Analysis/Lore generally works on anything in the Creatures section of the books. For other sections Dragons, Horrors, and Spirits, the talent and skill will not work. Generally you'd need Dragon Lore, Horror Lore, Spirit Lore, or Undead Lore (more specialized version of Horror Lore that covers just the undead types and also Nethermancer spells that create undead) for that. There is a talent knack called Horror Analysis that allows you to use Creature Analysis against Horrors and Horror constructs, and you can use this to expand to create other talent knacks as well such as Dragon Analysis or Spirit Analysis or even Undead Analysis if you would like.  So for summary: Creature Lore/Creature Analysis: Creatures Section. Beastmasters, Beastlords, and Woodsman have Half-magic Creature Lore Cavalrymen and War Riders have Half-magic Creature Lore for mounts Dragon Lore: Dragons Section. Spirit Lore: Spirits Section. Elementalists have Half-magic Spirit Lore for Elemental Spirits. Nethermancers have Half-magic Spirit Lore for Ally Spirits. Shamans have Half-magic Spirit Lore for Nature Spirits. Horror Lore/Horror Analysis talent knack: Horror Section. Horror Stalkers have Half-magic Horror Lore Undead Lore: Horror constructs and Nethermancer spells covering the undead. Nethermancers have this as Half-magic Undead Lore.	Slayride	<a href="#">Link</a>



General	I think its quite common that an adept wants to use his forge weapon talent, but doesnt own a forge. what is the average price for using some else's forge (usually a stranger's)?	Earcaraxe	You can use lodging prices as a guideline (a well equipped Forge may provide bonuses, so there may be different price levels just as for lodging); this would be on a per-day basis, so the faster you can complete, the cheaper it gets. You could also use something like 10% of the value of the item made (the assumption is that 50% of the worth of an item is from the work put in, 50% from expenses like materials and costs, a part of the cost would be maintaining a Forge); this would be a flat amount and probably higher than the other method, but you can take your time.	Arma	<a href="#">Link</a>
General	what is the pricing of hiring someone to use item history and obtain the test knowledges? I would like to stress, that im looking for a rule of thumb here, like the one in the rulebook about forging prices.	Earcaraxe	Figure out what someone of the required Circle (it's safe to assume Rank = Circle) would want to be paid. You can take Circle training cost as a guideline, although that's for a longer time period than Item history takes.	Arma	<a href="#">Link</a>
General	How can a Horror Stalker stalk a Horror?	Grinder	Direction Sense; possibly combined with Bear Mark.	Arma	<a href="#">Link</a>
General	have never considered damage/effect tests to be "actions," since they are resultant from an action to begin with.	TheQuicksilver	They are actions (free), and they are Action Tests. See Action Tests p.14 of the Player's Guide. Generally any die roll is an Action Test. Regardless of any penalties, the minimum result for any test is 1.	Slayride	<a href="#">Link</a>
General	So my group has managed to commandeer a small drakkar airship. They are faced with the challenge, however, that while they have a high circle air sailor to captain it, they have no one to row. So, they want to just hire some hard workers willing to row a lot, maybe even a couple air sailor adept to do the work of several normal people. The question is, what would you value the wages of a simple rower at per day? I'm thinking something like 20sp per day, inclusive of meals and lodging on the airship, with bonuses to those who stay on for additional tours or are willing to take on learning the air sailor discipline from the captain. That'd be like 14sp, assuming a normal cost of 3sp for an okay flophouse and 3x1sp for daily meals by my math. What do you think, am I pretty on the mark, or am I really over/under valuing day laborers?	TheQuicksilver	Cost of living at basic standards at an Inn is 1 silver per day (3 simple meals, flophouse). But you can probably live much cheaper at home (about a third of that), but at the same time, need extra money for clothing, feeding the kids, etc.. So for simplicity's sake, you can assume a silver to be an average wage for basic work that requires limited skills. Skilled work would probably go up to five times that. So, you could hire your deck hand for a silver a day or less (that would include his meals), but the crew requirement needs skilled labor (you need them to succeed at Air Sailing Tests), so you'll want to pay them 1.5 to 2 silvers. As you need about 10 Result Levels to maneuver a small drakkar, your 20 silvers per day are about right (albeit for the whole crew).	Arma	<a href="#">Link</a>
Horror	Do horrors use componets when casting spells?	Earcaraxe	Not normally. Like dragons, they cast naturally, making things up out of raw energy as they please.	Arma	<a href="#">Link</a>
Horror	If a horror has multiple actions and wants to concentrate on a spell, does he loses all the actions he has, or just one?	Earcaraxe	Just the one I think.	Arma	<a href="#">Link</a>
Horror	To use skin shift, the horror has to touch its victim. Can it be used during melee: the horrors attacks, rolls for melee damage, then rolls spellcasting then skin shift damage (or cant roll for simple melee damage)?	Earcaraxe	Touching for close attacks and touching for casting can't be combined. But it isn't necessary, since touching requirements for magical stuff don't need any separate tests, it happens automatically.	Arma	<a href="#">Link</a>
Horror	Its writen that a horror can learn any spell from its captive. How should i imagine this?	Earcaraxe	Depends on the Horror's preferences (torture, coercion, intimidation, manipulation, etc.); the main thing about it is that Horrors can learn any spell regardless of Discipline, Circle, etc..	Arma	<a href="#">Link</a>
Horror	How long will the horror power "terror" last (barring successful wilpower test? Does it break if the horror takes an action aigaisnt the character?	Earcaraxe	There is no Duration, really, except if the Horror goes unconscious (this applies to Talents as well, btw). You may rule that it stops if the Horror goes away, but that's up to you. Note you can dispel these things, too.	Arma	<a href="#">Link</a>
Horror	How long the horror power corrupt karma last?	Earcaraxe	As with Terror. All these powers really assume you either defeat the Horror or die. Defeat can just be making the Horror flee, or cleverly getting away, it doesn't matter how.	Arma	<a href="#">Link</a>



Magic	Can an adept weave threads to another person against their will?	Asaraludu	As long as you have someone's pattern item (you always need one for a pattern thread) and the relevant Key Knowledges, you can weave pattern threads and use these against the target, whether they like it or not. And you can't directly destroy someone else's thread to you. You can, sometimes, do so indirectly. This is usually by destroying the pattern item that allows the thread or by "overriding" the thread by weaving a higher-ranked one yourself (usually on threaded items, this is where their "Maximum Threads" comes in).	Arma	<a href="#">Link</a>
Magic Item	Suppose the party finds a thorn spear. To weave the first rank, they need to know the spears name. What do they have to know: that it is a thorn spear, or has every spear have a unique name?	Earcaraxe	The individual name. Goes for all items that exist more than just one time	Arma	<a href="#">Link</a>
Magic Item	Windling Bag. Is there any way to create an bag which reduce not only the weight, but also the seize of the stuff you put in ? As an Windling i have an hard time to hoard my precious. A Thread item would be ok, even if it's rare.	Tubben	Windling Bag: Almost everything is possible. It would be an additional effect in addition to the weight reduction, though. If both are a Thread Item (not General or Legendary Treasure) the size reduction should replace one of the weight reductions or should otherwise be copensated for. For example, the Buyoant Bag (p. 279) reduces weight: 1: 75% 2: 50% 3: 25% 4: 10%  A Windling "miniaturization bag" could look like: 1: Size and weight are 85% 2: 70% 3: 55% 4: 40%  Note that you can also do an item which simply gives you ranks in Astral Pocket. You only need to be careful with it a bit because it i a high-circle talent.	Arma	<a href="#">Link</a>
Magic Item	Can you use 2 Desperate Blow charms in the same round? One to for the hit, and the second for the damage ?	Tubben	Yes	Arma & thezombie kat	<a href="#">Link</a>
Mechanics	Can an adept weave threads to another person against their will?	asaraludu	As long as you have someone's pattern item (you always need one for a pattern thread) and the relevant Key Knowledges, you can weave pattern threads and use these against the target, whether they like it or not. And you can't directly destroy someone else's thread to you. You can, sometimes, do so indirectly. This is usually by destroying the pattern item that allows the thread or by "overriding" the thread by weaving a higher-ranked one yourself (usually on threaded items, this is where their "Maximum Threads" comes in).	Arma	<a href="#">Link</a>
Mechanics	I can't find anywhere in the rules anything on co-operative actions, where 1 character is attempting a task assisted by one or more companions. Are there any guidelines on this ?	Banjo666	There's not much on it, mainly for three reasons: 1) You can set Difficulty Numbers as you see fit, and work via Difficulty Numbers rather than via bonuses. E.g. climbing a wall may be DN 9. If someone helps you up, you'd lower the DN to for example 6, instead of giving a +3 bonus from help. (Doesn't work for all types of tests, but see the two points below.) 2) Much of what a character does is from magic, and you can't always add something else to a magical source of power. 3) There are a number of abilities that intend to help someone else. Distract, Inspire Others, etc.. These most often cover areas where #1 doesn't work. Characters are not supposed to achieve identical effects with mundane means, e.g. you're not supposed to be able to distract someone in combat just by calling out at them, that would make the Distract talent useless. (On the other hand, the talent guarantees the effect, while it would otherwise be just a GM call.)	Arma	<a href="#">Link</a>
Mechanics	Can a summoned creature like an astral horror attack the turn it is summoned?	Earcaraxe	Depends on concentration. Astral Horror does not require an action to command, therefore yes. Animate skeleton or Bone Walker would be no, because it requires a Standard Action to concentrate to direct the skeletons or bone walker.	Slayride	<a href="#">Link</a>
Mechanics	Can someone who is suffering from the spell pain make any actions on the same turn when the magician fails his willpower test to maintain the pain spell?	Earcaraxe	I'd make the target's Initiative the same as the spellcaster for simplicity (makes logical sense since they are under the magician's control technically now). They are immobilized, but if the magician fails his Effect Test, they can act that round at the same Initiative.	Slayride	<a href="#">Link</a>



Mechanics	Can someone who is suffering from the spell pain make initiative every round (with -3 because of being knocked down), and if he has lower init the turn the magician loses control he acts.	Earcaraxe	I'd make the target's Initiative the same as the spellcaster for simplicity (makes logical sense since they are under the magician's control technically now). They are immobilized, but if the magician fails his Effect Test, they can act that round at the same Initiative.	Slayride	<a href="#">Link</a>
Mechanics	Can a character announce an action at the start of a round which he cannot do at the moment? example: A warrior under the effect of a pain spell announces he will attack the caster of the spell. In this case (if the magician fails his willpower roll) he can attack the caster without the "changing action" penalty.	Earcaraxe	Cannot declare it as an action, since you cannot act unless the spellcaster fails his effect Test. However, I wouldn't access a change of action penalty to that situation either since you cannot declare an action, you cannot change an action either. Either he won't be able to act that round, or he will attempt to reach the caster and attack them. They are penalized enough by losing their action by pain most of the time.	Slayride	<a href="#">Link</a>
Mechanics	When a character is under the effects of the horror power terror, what modifiers does he have and what kind of actions can he perform?	Earcaraxe	No Actions except Resisting Terror. You might consider him knocked down for most intents and purposes.	Arma	<a href="#">Link</a>
Mechanics	How can the "adeptness" be spotted by the game rules? How long the true pattern should be examined, and what is the DN? Are there guidelines for that?	Earcaraxe	PG, p. 110+111 minus the "Astral Regions" part should cover everything. Most importantly, "True to Form" tells you how patterns and their imprints differ depending on how magical something is, and "Using Astral Sensing" explains you what to do. (Every time these speak of items, the rules may also apply to people. It's just you more often need to detect objects.) Basically, a roll of 6 (plus modifier in polluted regions) allows you to see the imprint, which right away tells you if something or someone has magic. To analyze what magic exactly, you'll need to beat Spell Defense, and maybe even a higher-than normal Result Level, or a higher Result Level for more detailed knowledge. The details are up to the GM.	Arma	<a href="#">Link</a>
Mechanics	I still dont understand which rules to use to diferentiate between adept and nonadept. its clear that i can see the magical nature of imprints by simply observing astral space. but every person will seem magical ("has magic "?), since they are living. no difference here. so, perhaps astral sensing test versus their spell defense? with average success? will that tell in most cases the difference between adept and nonadept?	Earcaraxe	For "adept or non-adept?", it's just seeing the imprint. ("True to Form" last paragraph.) For "what Discipline?" or something similar, it would be analyzing the pattern e.g. Spell Defense and upwards. ("Using Astral Sensing")	Arma	<a href="#">Link</a>
Mechanics	How do multiple fear effects relate to each other? can someone who was the victom of a death's head and just shrugged the effect be affected again by the same death's head? By a new death's head by the same magician? Another magician's Death Head? Frighten? Fog of fear? Terror?	Earcaraxe	Yes, all of these. Multiple effects that have a Duration don't usually stack, you take the "best" (for the character, in case of poison, that means worst). Same goes for talents and spells. If I cast combat Fury on you, and it lasts 6 rounds, and I cast it again 3 rounds later, it does not go 9 rounds. instead, the new Duration replaces the old one, and it lasts 6 rounds again. If I use a fear ability on you, which requires you to roll a 12 or cower in fear, and then cast the same ability again with a better roll and you now need a 17, the 17 replaces the 12. You don't make tests individually: a 12 doesn't get you anything now, but a 17 gets rid of everything.	Arma	<a href="#">Link</a>
Mechanics	If a trap is triggered an initiative test is made by the character to avoid it. Since the Initiative test is lowered by the armor's initiative penalty, when someone learns the Trap Initiative skill/talent he suddenly ignores the armor init penalties, since trap initiative's description says a simple rank+dex. right?	Earcaraxe	Yes. * As a sidenote: There's two kinds of ways for "use X instead of Y" can go. In case of something like Trap Initiative, it just says "make the Trap initiative Test against the trap, and then it is just the plain test, it isn't actually an Initiative Test, it's more like "you use something else" situation. Another example is Air Dance, which says to put the Air Dance step in place of DEX for rolling Initiative, and this is like "you determine the step differently" but it's still an Initiative Test, and all the rules for Initiative Tests apply. We call these "replacement effects" and there's a rule in the talents chapter about them. (Now, this doesn't mean you can use Air Dance for avoiding traps, just picked it because it's both about armor. There's plenty other examples, most of them about Damage Tests.)	Arma	<a href="#">Link</a>
Mechanics	Do poision effects from two different shadowmants stack? how? duration only, or effect too?	Earcaraxe	Multiple effects that have a Duration don't usually stack, you take the "best" (for the character, in case of poison, that means worst). Same goes for talents and spells. If I cast combat Fury on you, and it lasts 6 rounds, and I cast it again 3 rounds later, it does not go 9 rounds. instead, the new Duration replaces the old one, and it lasts 6 rounds again. If I use a fear ability on you, which requires you to roll a 12 or cower in fear, and then cast the same ability again with a better roll and you now need a 17, the 17 replaces the 12. You don't make tests individually: a 12 doesn't get you anything now, but a 17 gets rid of everything.	Arma	<a href="#">Link</a>



Mechanics	Do Fear effects break from injury or hostile actions?	Earcaraxe	No, unless the ability in question says so (this is why they are so nasty). Abilities with such clauses usually are more along the lines of Intimidation than outright fear, however. Note often, an effect will allow defensive actions only, too.	Arma	<a href="#">Link</a>
Mechanics	I wait for him at the corner where he is headed, and when he turns the corner I attack him, without using Silent Walk. How do I determine if he is surprised? Just roll a PER versus my DEX to see if he is surprised?	Earcaraxe	Yes	Arma	<a href="#">Link</a>
Mechanics	I wait for him at the corner where he is headed, and when he turns the corner I intend to attack him. Can I use Silent Walk even though I am standing still?	Earcaraxe	You can't, because the ambush / Surprise situation is not about being heard, it's about hiding behind the corner, it's about spotting you. PER vs. DEX still applies (DEX is also your default for hiding). Sidenote: Walking is not a requirement for Silent Walk, it can be used to stand still unheard (for example, for a windling, muffle the sound of his wings while hovering), but it's always only about acoustic perception.	Arma	<a href="#">Link</a>
Mechanics	What does "eye of this creature is worth 100 silver pieces" in a creatures description mean? Is the pricing of parts common knowledge?	Earcaraxe	It's the net worth of the item, if it is in top condition, you can in theory sell it for that as a base price. So, base price means a theoretical price, and that can be further modified. If your party will actually be able to sell it for that has many different factors. The knowledge of how much something is worth is a tricky one. Knowledge skills can be used as the general guideline to develop pricing. Though the Haggel Talent / Skill can come very useful for this.	Arma & Ragbasti	<a href="#">Link</a>
Mechanics	What is the buying price of an item like animal parts, say the Eye of a Lighting Lizard?	Earcaraxe	Buying prices are just about the same as the selling price if bought from the person who found it. The more parties between you and the seller will guarantee that the price has increased. If you look for the item in a shop or store expect to pay more than the base value of the item. Say a %20 mark-up. Any selling or buying price will depend on location, the merchant, your haggling, and whether or not you know what it's worth. These all modify the base price. Any skill you think works out to determine worth should be able to be used, though Evaluate would cover almost everything. This informs you of what its base price is, but it doesn't guarantee you can sell it at that price.	Arma & Ragbasti	<a href="#">Link</a>
Mechanics	Is the damage roll (an effect test) considered an action test ? And is it penalized from harried / knocked down / overwhelmed conditions ?	Galafrone	Yes	Arma	<a href="#">Link</a>
Mechanics	Reattuning on the fly when i reattune a matrix, i am not also weaving the thread for a spell right? If i want to cast a 1 thread spell that i dont have in a matrix I follow this process. - round 1 i reattune (thread weaving test, right number after the slash) - round 2 i weave the thread (thread weaving test, left number after the slash) - round 3 i cast the spell (spellcasting test)	Galafrone	Yes	Arma	<a href="#">Link</a>
Mechanics	i have a player that has just gone for his second discipline. He is a 5th circle scout 1st circle shaman he has rank 5 scout weaving and rank 2 shaman weaving but how many threads can he activate ?	Galafrone	5 (see Limits on Threads on p. 114 PG).	Arma	<a href="#">Link</a>
Mechanics	Since bloodshare requires karma to activate, if we have 2 players blood sworn, both that HAVEN'T the bloodshare talent as discipline talent, if one of the 2 wants do a bloodshare test, he must expend a karma point to do so, right ?	Galafrone	Yes	Arma	<a href="#">Link</a>
Mechanics	Can an horror marked namegiver become an horror stalker ?	Galafrone	Yes, being horror mark free is not a requirement of the discipline. It is up to the Gamemaster to determine if a given Horror Stalker is willing to train an individual in the discipline.	Drucifer	<a href="#">Link</a>



Mechanics	If I take a pattern Item, and then enchant it, would the thread rank woven to it count towards using it like a pattern item , or do I need to weave an entirely separate thread to use it in the manner of a pattern item?	Neverbourne	Turning a pattern item into a Thread Item basically Re-Names it (the Pattern undergoes massive shifts). This severs any previous threads attached, and the explicit connection to the master pattern which previously made it a pattern item. Usually, the pattern item will manifest alongside the well-used thread item (the scabbard/belt/sharpening stone/a gem on the scabbard/etc). The setting background is: An item can only ever be a pattern item for one pattern. Threaded items are pattern items for themselves, so they can't be pattern items for a person. There's some advice and a sidebar on bringing the two together at the end of the item design rules in the GM Companion, but it mainly goes one way: you got a pattern item, and at some point, it turns into a legendary item incorporating the legend of the character. It looses its pattern item function at that point, however.	Arma & Telarus_K SC	<a href="#">Link</a>
Mechanics	For Corrupt Karma line of sight is needed (or Horror Mark) so if someone hides somewhere and faces the Horror again the horror should have to use the power again.	Sirserafin	You can use them that way, but mechanically, they work just like spells for these purposes. You need Range/LoS to "cast" but then it keeps going. That is just by rules as written.	Arma	<a href="#">Link</a>
Mechanics	Not only did the silent walk talent get nerfed to no longer include hide, from what I can see thieves and scouts don't even have access to a hide talent.	Thezombiekat	Earthdawn originally wanted to make hiding hard, it didn't go for the way other games had it where you had a general hiding skill that was opposed by a general spot skill (which would increase with level, this isn't really present in ED either, so you don't need to get much better at hiding, since most people's spotting doesn't get better). There were and are the general Perception rules, which incorporate hiding, and you'd work via that as an adept and try to find the right place to hide rather than just stand in plain sight and vanish by virtue of some skill. Unless you have one of the very limited and restricted abilities (i.e.: you need shadows, you need earth to blend into) allowing you to hide magically.	Arma	<a href="#">Link</a>
Mechanics	Can you use a Thread item to raise Surprise Strike by 3 ranks, and then weave an group thread to raise Surprise Strike by 5 ranks (means +8 ranks?).	Tubben	Yes, up to a maximum of 3 such effects may buff any given talent. If you have a pattern item, a group pattern, a spell and a legendary treasure all enhancing the same talent you will only benefit from the best 3 bonuses.	Arma & thezombie kat	<a href="#">Link</a>
Mechanics	Clarification on Weapon Damage and Wounds		Any one damage test can only do 1 Wound, no matter how high you rolled, unless the description says something different (as, for example, with Skin Shift).	Arma	<a href="#">Link</a>
Mechanics	Clarification of Lore & Analsys Skills and Talents.		Creature Analysis/Lore generally works on anything in the Creatures section of the books. For other sections Dragons, Horrors, and Spirits, the talent and skill will not work. Generally you'd need Dragon Lore, Horror Lore, Spirit Lore, or Undead Lore (more specialized version of Horror Lore that covers just the undead types and also Nethermancer spells that create undead) for that. There is a talent knack called Horror Analysis that allows you to use Creature Analysis against Horrors and Horror constructs, and you can use this to expand to create other talent knacks as well such as Dragon Analysis or Spirit Analysis or even Undead Analysis if you would like. So for summary: Creature Lore/Creature Analysis: Creatures Section. Beastmasters, Beastlords, and Woodsman have Half-magic Creature Lore Cavalrymen and War Riders have Half-magic Creature Lore for mounts Dragon Lore: Dragons Section. Spirit Lore: Spirits Section. Elementalists have Half-magic Spirit Lore for Elemental Spirits. Nethermancers have Half-magic Spirit Lore for Ally Spirits. Shamans have Half-magic Spirit Lore for Nature Spirits. Horror Lore/Horror Analysis talent knack: Horror Section. Horror Stalkers have Half-magic Horror Lore Undead Lore: Horror constructs and Nethermancer spells covering the undead. Nethermancers have this as Half-magic Undead Lore.	Slayride	<a href="#">Link</a>
Mechanics	Clarification of Pattern Items		Pattern items are tied not only to meaning for the character, but meaning to the world. To that degree, a mere keepsake doesn't have real meaning, unless you used it towards magical purposes or legendary deeds. Like other things legendary, the GM is the judge of things (you could, in theory, draw a direct correlation between LP received for actions undertaken with an item and the threshold for the item becoming a pattern item--but the GM sets the threshold).	Arma	<a href="#">Link</a>



Mechanics	Racial ability / Talent Clarification		If there is a Racial Ability, this ability gives you a talent. Disciplines also give you talents. You don't normally have the same talent twice. Discipline rules take priority over racial rules.	Arma	<a href="#">Link</a>
Skill	What counts as a creature? (for Knowledge: Creature Lore)	Earcaraxe	Creature Analysis/Lore generally works on anything in the Creatures section of the books	Slayride	<a href="#">Link</a>
Spell Mechanics	I am not very familiar with tabletop and hex calculation. In a discussion a friend wanted to convince me that a fireball with a radius of 2 hexes will have a diameter of 5 hexes on an hex-sheet. You locate the centre of a fireball on a hex field and the fireball covers this field and 2 hexes in every direction. This will result in a diameter of (2+1+2=) 5 hexes. Is this reasoning correct?	Lortas	Yes	Arma	<a href="#">Link</a>
Spellcasting	Ice Shackles Step Number: Rank + WIL Action: Standard Type: Magical Water—Cold. The creature makes an Ice Shackles Test against the Spell Defense of any single target within its line of sight. If the test succeeds, the target is wrapped in bands of magical frost. Ice Shackles melt after a number of rounds equal to the creature's Ice Shackles Rank. To break free of the shackles, the target must succeed at a Strength Test against the creature's Ice Shackles Test result, which shatters the shackles into hundreds of shards. Unless completely destroyed in this way, the shackles automatically repair any cracks or breaks, leaving the character trapped.  What exactly is "wrapped/trapped" ?	Galafrone	You could use entangling (p. 229, w/o weapons etc. helping), seems to fit the threat level of the ice flyers on a quick glance. It's been ambiguous like that since ED1, though. Some other effects cause Harried from immobilization, so 2xHarried (once for immobilization, once for being entangled) leading to an Overwhelmed at -3 might work out. Note, in any case: Overwhelmed is not its own modifier and not an alternative to Harried, Overwhelmed is the way Harried modifiers stack: -2 for the first Harried, an additional -1 for each Harried thereafter. If you are Harried from 3 sources, you are at Overwhelmed -4. If you are Harried from 4 sources, you are Overwhelmed at -5, and so on.	Arma	<a href="#">Link</a>
Spellcasting	Do i have to achieve a good success versus projectiles when using shield mist?	Earcaraxe	Shield Mist shares all aspects of the Avoid Blow talent or skill replacing it with an Effect Test without the strain requirement. So yes, it requires a Good Result to avoid missiles as per the talent and skill.	Slayride	<a href="#">Link</a>
Spellcasting	When using Shield Mist willforce is only have to be used once: when casting the spell, right? (not every time when using it to deflect blows)	Earcaraxe	Willforce is used once during casting. See Effect p.141. The example uses Doom Missile. If he decides to use Doom Missile with Willforce, he takes 1 strain, then the spell's Effect Test is raised by the magician's Willforce Rank for its duration.	Slayride	<a href="#">Link</a>
Spellcasting	The text of the spell astral horror says the material component is "a bit of spiritual essence". what is it? how can my nethermancer obtain some of it? is it used when castin the spell, so i have to get a new one every time? how can it be stored?	Earcaraxe	It's not a component, it's merely a description of how the adept achieves the effect. He creates the illusion of a fierce spirit, but he does that by using a small amount of actual spirit that he conjures (but not a full spirit, that would be more difficult). Like having a bit of truth to facilitate a lie.	Arma	<a href="#">Link</a>



Spellcasting	Lets suppose A casts a pain spell on B on the first round successfully making his spellcasting test. In the second round A fails his effect test to maintain the spell. Can B act in the second turn?	Earcaraxe	Yes, You'll do everything as normal (B announces actions, rolls initiative, etc.) and only once A succeeds, B can't do anything any more. The spell alone has no effect on initiative or changing actions. Note A also makes his Effect Test on his Initiative, so B might get to do all his stuff before Pain can even take effect. That's the initiative issue galafrone was talking about. If B is faster, the best thing Pain does for A is preventing B from taking defensive Action (Avoid Blow etc.). Also note A can opt out of making the Effect Test (because it uses his Standard Action as a concentration type spell), and can resume making the effect test in another round when he is faster.	Arma	<a href="#">Link</a>
Spellcasting	Lets suppose A casts a pain spell on B on the first round successfully making his spellcasting test. In the second round A fails his effect test to maintain the spell, do i understand correctly that if A fails once, that doesnt end the spell, and next round A can make an effect test again?	Earcaraxe	Yes. Check up on Concentration on p. 130. (Pain says the magician concentrates for the effect) Basically, there's two kinds: 1) concentrate to keep the spell going (if you don't, the spell ends) 2) concentrate to "direct" the spell (which is making a Pain Effect Test, or may be things such as steering an illusion etc.) Pain uses #2, and for the Pain spell this more or less translates to: This Effect Test is the only thing you can do this round. Of course, you can do other things if it fails anyway. But if you succeed and then decide to do something different (and this includes things such as Avoid Blow), the effect ends for the round.	Arma	<a href="#">Link</a>
Spellcasting	The range listed for the Flamestrike spell is 12 yards (6 hexes). My question is how does this work out with the spell's description? I've been playing it as the caster must be within 12 yards of the fire source and bolt can strike an opponent within 12 yards of the fire source, an actual total of 24 yards. My question is, if this isn't right, how close does the caster have to be to the fire source?	Mogre	The Range is from caster to the target (that's for all spells, Range is always from caster to target, doesn't interfere with areas, requirements, components, etc.). The fire source, you'll need at close range (torch in your hand, standing next to the fire, etc.), it can't modify the actual engagement range. So, the caster can't attack anyone farther away than 12 yards with this, regardless of where the fire is.	Arma	<a href="#">Link</a>
Spellcasting	The Spellstore says that once the spell is stored that anyone may "matrix-cast" the spell, how does that actually work?	Topramen	The same as a Matrix Object ('Using Spell Matrix Objects' in the Spell Magic chapter, p. 135). If Threads are required, weave threads with required Threadweaving Type, cast via Spellcasting. If contact or proximity is removed while threadweaving, etc (knocking the wand out of the Wizard's hand), the spell being cast is disrupted.	Telarus_K SC	<a href="#">Link</a>
Spellcasting	When using Spellstore does the caster have to have the stored spell in one of their own matrix's?	Topramen	No, the caster of Spellstore can switch the matrix as he pleases.	Telarus_K SC	<a href="#">Link</a>
Spellcasting	If a stored spell requires threads, does one have to weave the threads before casting the spell from the object or are the threads stored with the spell?	Topramen	Yes some one must weave them. Yes, this makes 0 thread spells very interesting, in that you can hand them off to other caster types.	Telarus_K SC	<a href="#">Link</a>
Spellcasting	Is there any limit to a maximum amount of spells allowed to be stored at one time?	Topramen	Usually, a single "Object" may only store one magical Pattern (the way around this is the Shared Matrix Objects, created via Enchanting). In extreme cases of Spellstore and Matrix Objects, this may lead to "gimmick mages" (a term from the 'Another Fine Myth' series by Robert Asprin), or Wizards/other casters who have their whole Grimoire as active matrix objects touching their skin (rings, earrings, belt, other jewelry, you get the idea).	Telarus_K SC	<a href="#">Link</a>
Spellcasting	Using Spellstore a wizard wants to take 5 rocks and put a spell in each one, is there a limit to how many objects that he can put a single spell in? Can they all be different spells?	Topramen	You can have the same spell active a number of times = your Spellcasting Rank. Spellstore is easiest to imagine as "The holder of the object is treated as if he had the spell in a Spell Matrix." and then it's just standard rules from there.	Arma	<a href="#">Link</a>
Spellcasting	Does the Astral Pocket stay, or does the pocket move with the owner?	Tubben	Moves with the owner	Arma & thezombie kat	<a href="#">Link</a>
Spellcasting	What do you do against the magician who just casts "Inventory (p.179, players guide)" on a room ?	Tubben	Inventory doesn't reveal any magical property's the item may have, just what is there. If a powerful magic long sword is in an armoury with 19 non magical long swords the inventory will say "20 long swords".	thezombie kat	<a href="#">Link</a>
Talent	Can you Attack to Knockdown with Shield Charge?	Dougansf	Yes	Arma	<a href="#">Link</a>



Talent	How exactly do you use Shield Charge?	Dougansf	In the specific case of Shield Charge, the talent modifies any other "legal" attack that uses a melee weapon by doing the following: 1. It defines your shield as a weapon for one Attack 2. It changes what you roll for damage 3. It adds a knockdown special effect Everything else remains unaffected. You can choose any form of attack that uses a melee weapon. For example, with shield charge, you can use Second Weapon with the shield, because the talent defines the shield as a weapon for one attack.	Arma	<a href="#">Link</a>
Talent	Second Weapon gets obvious benefits from using a Thread/Improved Weapon. Shield Charge does not (other than having more armor... which you sacrifice against all other opponents when using Shield Charge).	Dougansf	Almost as obvious: Thread Rank X Effect: The bearer adds a +x Rank Bonus to his Shield Charge talent Now, you wouldn't benefit from the initial "this is as good as if forged" bonus weapons get, but if you are considering a two-weapon Warrior: 1) that's only a +2 net advantage anyway (+3 for trolls/obsidimen) from threads 2) it enhances the rank-based knockdown effect, in a way counts twice	Arma	<a href="#">Link</a>
Talent	Can the caster of evil eye raise the difficulty number of lifting the curse by using willforce on his spell?	Earcaraxe	No the caster cannot use Willforce to affect the Difficulty Number, as the spell's Effect is -5 penalty to all Action Tests, except trying to resist the spell. See Effect Tests p.141. Air Armor is not affected by Willforce in the spell example, as it has a set effect of +3 Physical Armor. Evil Eye is a spell with a set effect. The description does not mention the Effect Step for resistance, and Willforce can only be used to replace Willpower on Effect Tests. As the Effect line is not used, Willforce is out. You can't just put Willforce in anywhere in the spell where it says Willpower, just in the Effect line, and for resisting. (There's other spells where you make a resistance against the Effect Step, and then, you may use Willforce, which is why the difference matters.)	Arma & Slayride	<a href="#">Link</a>
Talent	Can willforce be used to disbelieve illusions?	Earcaraxe	No. Willforce can be used for "resistance". That is passive. Disbelieving is active, however.	Arma	<a href="#">Link</a>
Talent	Can willforce be used to break the effect of the pain spell? or fear effect from deaths head or terror?	Earcaraxe	Yes	Arma	<a href="#">Link</a>
Talent	What kind of creatures can be seen with lifesight? horrors?	Earcaraxe	Anything with Health Ratings. The collective term for Death Rating, Unconsciousness Rating, and Wound Threshold (you'll find that on p. 28, but it's not used much elsewhere except to refer to the collective 3 of them). In other words: Things with Health Ratings are killed etc. based on their TOU value. So, almost everything has these, including spirits. An exception would be the Horror Ristul (GM's Companion), which I'd rule out of Lifesight (which is why I chose to use the term originally; maybe that wasn't as bright an idea as I'd hoped, the alive part is more important). You otherwise can really normally see everything that's alive, which is Spirits, Dragons, Horrors, people, animals, etc.. Just not undead/constructs.(And you can't see magic items or active spells, even though they act similarly in astral space.)	Arma	<a href="#">Link</a>
Talent	Does creture analysis work on undead or spirits?	Earcaraxe	No	Slayride	<a href="#">Link</a>
Talent	Fireblood Is a talent, based on a recovery test. Since the wound penalties are effecting "action and effect tests" with the exception of recovery tests, my question is wich is the correct interpretation ? 1) fireblood is not affected by the wound penalty being a recovery test 2) fireblood is affected by the wound penalty being an effect test that USE a recovery test but is an action/effect test.	Galafrone	Its 2	Arma	<a href="#">Link</a>
Talent	Can a human learn spell matrices via versatility? If so what is the maximum number that may be learned?	TheQuicksilver	Indeed, the p. 134/135 rules; The maximum number is mostly 1 higher than what you can learn from 1 Discipline. The limit applies to all cases of learning talent-matrices, e.g. whether it is multiple Disciplines, a single Discipline with Versatility-learned matrices, or Versatility-learned Matrices only. It doesn't apply to anything gained via items, because the item supports the pattern, not the adept.	Arma	<a href="#">Link</a>
Talent	If a Thief uses his Surprise Strike out of shadow, and uses his Second Weapon Talent, can he use Surprise Strike for the second attack also ? Means: Do he have 2 Surprise Strike attacks, or one Surprise Strike & one normal attack ?	Tubben	Surprise Strike: You can use it as often as you want, as long as the requirements are met (which is the case for your entire turn in your example). You also need to pay Strain every time, though.	Arma & thezombie kat	<a href="#">Link</a>



Talent	Does anyone know the rules for Combat training animals, specifically horses and mounts as it pertains to Cavalrymen?	Tyrn	<p>Combat training is done via Animal Bond or Animal Training (see p. 270). Animal Training would represent more training-style, while Animal Bond would represent building a report with the animal to make it work with you better, so that's a bit more personalized. You can also use both, and in some cases, might have to use both because an already trained animal may not be friendly.</p> <p>Different starting attitudes, maybe also different levels of creature intelligence you would want to apply, and then on top of that the ability of some adepts to use magic to enhance their command of an animal (Empathic Sense makes part of the commands requirement moot, Animal Talk would make things... a lot easier, given that you can actually talk to the mount, etc.) would make it difficult to use a standard framework for training. It is supposed to be a matter of a few weeks' work to really combat train a mount. What you have in addition to Animal Training and Animal Bond can make things easier for you, on the other hand, some mounts may be harder to train. Non-adepts would require a bit longer.</p> <p>Most of it is supposed to condition the mount to withstand noise, actually run into people on command, not freak out on minor cuts, etc.. Observing commands is already part of a riding mount, in any case. You'd just have to add a couple new ones, like telling the mount to kick at enemies.</p>	Arma	<a href="#">Link</a>
Talent	Clarification on Shield Charge		<p>There's no extra attack in "Shield Charge vs. Second Weapon" because if you can use an off-hand weapon to attack, you can do it with a shield IF you have Shield Charge*. The question is just "attack with shield or weapon".</p> <p>Now, of course, it IS an extra talent to take and adds Strain.</p> <p>Then again, the shield is a weapon and a shield at the same time!</p> <p>Damage-wise, you can calculate your off-hand weapon at 6 Steps of damage (5 from the weapon, +1 to break even with threaded weapon forging). You can break even with that at Rank 6. What threaded weapons provide over threaded shields cannot be truly judged without the actual examples, though (weapons usually give you +1 damage per rank, I'd consider giving a bit more for Shield Charge because it requires activation).</p> <p>So, not about the number of attacks.</p> <p>You may be able to do a step or two more damage with a second weapon.</p> <p>And while attacking with the shield causes Strain, you do get the knockdown effect and the armor bonus and probably the mystic armor bonus (though they come with an initiative Penalty) and the decreased chance of a direct hit bypassing your armor.</p> <p>The decision is about damage, knockdown, tactics, initiative, and protection. But not attacks.</p> <p>Sidenote:</p> <p>If damage is important to you, in any case, you probably shouldn't go for Second Weapon at all, especially if you expect tougher opponents.</p> <p>* If you have Melee Weapons, Second Weapon, and Shield Charge (and 2 broadswords and a shield) you can go either</p> <ol style="list-style-type: none"><li>1) Melee Weapons broadsword, Second Weapons broadsword (two attacks, not using the shield)</li><li>2) Melee Weapons Shield Charge, Second Weapon broadsword (if you do this, you can knock them down with the first attack, which means the second effectively gets a +3 attack bonus. And every other attack you make that round.)</li><li>3) Melee Weapons broadsword, Second Weapon Shield Charge</li></ol> <p>Your primary (with the Standard Action) always is first, and sets the rules for the rest (e.g. primary is a melee attack, then Second Attack same weapon, and no Second Shot because that is not melee -- you can usually alternate unarmed and melee in there, but not add in ranged attacks or spells; the reverse is true for ranged and spells, e.g. you can't do Missile Weapons and Swift Kick)</p>	Arma	<a href="#">Link</a>